

JP11272846

Publication Title:

GRAPHIC DISPLAY

Abstract:

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PROBLEM TO BE SOLVED: To actualize an anti-aliasing system for an overlay display using an alpha memory. **SOLUTION:** A graphics controller 2 writes the value of color information expanded into a pixel set corresponding to graphic drawing instruction data by a CPU 1 in the corresponding addresses of overlay and screen memories 3 and 5, and at the same time writes the α value (transparency equivalent value) of an overlay image calculated by pixels corresponding to the border between drawn figures on the memories 3 and 5 in the corresponding addresses of the alpha memory 4. A blender 7 performs mixture with color information in the memories 3 and 5 at the same pixel positions read out with the pixel clock of a pixel clock generating means 6 according to the α value of the alpha memory 4 and displays the mixed color information at a display part 9 through a D/A converter 8.

Data supplied from the esp@cenet database - Worldwide

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